

# LUCAS DE SORDI

SHIN CA 01 bl A sl 129  
Brasília/DF 71503501  
+55 (61) 98333.9933  
lucasdesordi@gmail.com  
www.lucasdesordi.com

## SUMMARY

Lucas De Sordi is an architect, scenographer and designer, skilled in parametric design and digital fabrication. After his Master in Interaction Design, he has been teaching and producing a range of workshops related to technology and environment. Lucas is passionate by the intersection between design and tech. He loves making things move.

## WORK EXPERIENCE

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– present

### FREELANCER

#### Atelier da Esquina / Fechado Para Jantar

Open for works in architecture, scenography and design. Focusing on tech and installation projects

2017 – 2018

### MAKERSPACE ASSISTANT

#### Thomas Jefferson's Makerspace

Machine operations, teaching and producing workshops and educational projects and assisting in tech oriented social projects

2015 – 2016

### SCENOGRAPHER

#### NTCA Event Producer

Scenographer for Móveis Convida Music Festival and some other cultural and entrainment events

2013 – 2015

### ARCHITECT AND SCENOGRAPHER

#### AMB – Atelier Marko Brajovic

Design of projects in wide range of projects, from a sustainability fair, to stands, a house, furniture, bike stand... and expositive and events setting

2011 – 2013

### FABRICATION ASSISTANT

#### AAS – Architecture Association's Visiting Schools

Assisting on Teaching and Fabricating on Brazilian Visiting Schools in São Paulo and Rio de Janeiro

## EDUCATION

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2012 – 2013

### Master in Advanced Interaction

IaaC – Institute for Advanced Architecture of Catalunya

2004 – 2010

### Bachelor in Architecture and Urban Planning

UniCeUB – Centro Universitário de Brasília

## SKILLS

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### Make / Crafts

Digital Fabrication and Fast Prototyping technics. From machines, as CNC, Laser cutter and 3D prints to DIY tools. A handyman that built he's own 3D printer.

### 3D / Design

Capable 3d modeler and render in softwares such as Rhino 3D, AutoCad, Sketchup. Parametric Designer with Grasshopper. Studying Fusion360.

### Creative Coding

Intermediate programmer with Processing. Experient with Arduino, electronics and mechanisms. Basic knowledge in Unity3D game development, VR/AR and Max MSP.

### Languages

Portuguese - native  
English – IELTS 6.5  
Spanish - B2 Advanced

